

M MICROGRAMS
DESKTOP
ZOO



Teacher's Guide



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Introduction

Micrograms specializes in developing top quality educational software for use by students in grades K-6. The popularity and effectiveness of Micrograms software is primarily a credit to the teachers who design and edit each program. Careful attention has been given to the elements that make our software so effective:

- focus on specific curriculum objectives
- clear and concise directions which minimize teacher preparation time and enable children to work independently
- motivating and challenging activities promoting student involvement through creative and entertaining program design and graphics
- professional presentation of material to promote student achievement
- multiple levels of difficulty
- accurate educational content
- consistent and appropriate interest, difficulty, and vocabulary levels
- constant monitoring of student progress, on-screen tracking of student achievement, and performance summaries
- immediate and helpful feedback to student responses
- program options to allow the teacher to structure activities to accommodate individual student needs
- easy program operation
- fast-loading DOS to minimize down time when setting up or changing programs
- disk independent operation eliminating frustrating delays during programs and to allow a single program to be loaded into several computers

Since 1981 Micrograms has been dedicated to providing teachers and students with only top quality programs authored by experienced, professional educators. Our efforts to provide effective educational software are ongoing. Teachers can expect to find new Micrograms materials each year. We hope that we can become a favorite source to meet your educational software needs.

Getting Started

The **Desktop Zoo** series is designed to be used by students with little or no advance teacher preparation required.

To load a **Desktop Zoo** disk on an Apple IIe or IIc computer:

- Insert the disk, label side up, into disk drive 1 and close the door.
- Turn the computer on.

When the title screen appears, press **return** to continue.

Purpose and Scope

Desktop Zoo is designed to be enjoyable, informational, and educational for students in grades 3-5. As students discover interesting facts about animals, they also learn definitions of relevant science terms. Students also will receive practice using reference skills and deductive reasoning as they read for specific information in order to classify animals by vertebrate group and identify animals' habitats and diets.

Animal Group

When shown a picture of an animal, the student will be asked to identify the animal group to which it belongs as:

- | | |
|--------------|-----------|
| 1. fish | 4. bird |
| 2. amphibian | 5. mammal |
| 3. reptile | |

Before answering, the student may press **I** to read information about the animal. The information will include animal characteristics relevant to the animal group. Additional information pages providing definitions for the five vertebrate groups can be accessed by pressing the **space bar**. Each exercise consists of ten questions. When a question is answered correctly on the first attempt, a bird appears by the zoo bench. Help feed the birds by answering 9 or 10 questions correctly.

Diet

As one of the 120 Desktop Zoo animals is displayed, the student is asked to identify the animal as a herbivore, carnivore, or omnivore. Before identifying the answer, the student may press **I** to access an informational paragraph which will provide details on what the animal eats as well as interesting facts about the animal. By pressing the **space bar**, the student also can

page to definitions of the terms *herbivore*, *carnivore*, and *omnivore*. Each exercise consists of ten problems. Students should be encouraged to refer to the information pages as frequently as necessary to attempt to answer all ten questions correctly.

Habitat

The student is presented with a picture of one of the Desktop Zoo animals and three multiple choice answers from which to select a correct habitat for the animal pictured. The student may press **I** to refer to an informational paragraph which identifies one or more habitats of the animal. The student may also enjoy reading about the unique characteristics of some of the zoo animals.

Because many animals can be found in more than one habitat, a correct answer that the student is aware of may not be among the multiple choices. Also, the correct answer provided for a given animal may change when that animal appears again. Only one answer is correct for each problem. Each exercise contains 10 problems.

The following habitats are included in the program:

arctic	inhabited area	pond
bamboo forest	lake	river
cave pool	marsh	scrublands
cave stream	mountain	seashore
desert	ocean	tropical jungle
grassland	open woodlands	tundra
hardwood forest	pine forest	

Animal Lists

The **Desktop Zoo** set includes two disks. Each disk contains 60 different animal pictures along with information pages. The green disk contains the following animals:

mammals		birds	
anteater	lion	bald eagle	king penguin
antelope	moose	Baltimore oriole	macaw
elephant	opossum	barn owl	mockingbird
fruit bat	giant panda	blue jay	ostrich
giraffe	platypus	cardinal	peacock
gorilla	polar bear	finch	pelican
gray wolf	Siberian tiger	flamingo	toucan
kangaroo	walrus		

reptiles
alligator
basilisk lizard
cobra
crocodile
diamondback rattlesnake
Gila monster
iguana
Komodo dragon
tortoise

amphibians
bullfrog
flying frog
newt
spotted salamander
Surinam toad
toad
tree frog
fish
bluegill
blue tang
cardinal fish

clown fish
great white shark
hammerhead shark
leafy sea dragon
manta ray
northern pike
opah
Pacific salmon
pearl gourami
sailfish
seahorse

The violet disk contains the following animals:

mammals
Bactrian camel
bighorn sheep
bison
bobcat
coyote
ferret
fox
harp seal
hippopotamus
killer whale
mountain goat
otter
raccoon
rhinoceros
skunk
sperm whale

birds
acorn woodpecker
California condor
great blue heron
great horned owl
green magpie

hoopoe
hummingbird
mallard duck
mute swan
puffin
purple gallinule
snowy owl
tern
wandering albatross
reptiles
alligator snapping turtle
anaconda
chameleon
flying dragon
frilled lizard
horned lizard
leatherbacked sea turtle
soft-shelled turtle
western blue skink

amphibians
arrow poison frog
blind olm
fire bellied toad
goliath frog
leopard frog
siren
tiger salamander
fish
alligator gar
angelfish
blue marlin
deep-sea angler
electric catfish
filefish
lamprey
lionfish
lungfish
moray eel
mudskipper
puffer fish
sturgeon
whale shark

Forty randomly selected animals will be contained in memory when either disk is loaded. Children will probably not encounter all of the animals on one disk in one sitting.

Special Keys

- control S** Pressing the **control** key and **S** at the same time will switch the sound on or off.
- esc** Pressing the **esc** key will take you directly to the main menu.
- I** Press **I** for information about the animal pictured and for definitions of relevant science terms.

Disk Independent Operation

Micrograms programs are designed to load quickly and to operate independently of the disk drive. This enables you to load a single program into more than one computer. Children at several computers can use the same program simultaneously without needing to access the disk. Disk independent operation is intended to facilitate efficient usage of our materials and minimize the need for purchasing multiple disks.

Customer Service

At Micrograms our dedication goes beyond developing top quality educational software. We are further committed to keeping in touch with teachers across the nation and addressing any software needs they have. Our toll-free customer service line is offered to help teachers with software concerns.

If you are encountering a problem, have a question, or would like to make a suggestion, please call. Feedback concerning specific strengths or suggested refinements in current programs better enables us to continue to develop software that is effective and tailored to teachers' expressed needs.

1-800-338-4726

Micrograms Guarantee

Micrograms is proud of the classroom effectiveness of its offerings. We invite you to use and review our programs for 30 days. If after use and review, you feel our programs are not effective instructional tools, you may return them for a full purchase-price refund.

